

Yodas - these denizens of the swamp live solitary lives, not giving allegiance to any one tribe in particular. They have natural abilities of telekinesis, and some have been reported the ability to call lightning bolts. They are unassuming, green, big eared, and wizened, only 2 feet in height. When called for, however, they are capable of great leaps and defend themselves with special fish-swords.

Fomorian - exceedingly ancient, they are the first dwellers in the Swamps. They conjure mists to hide their movements, ride massive beasts, and other spooky stuff they do. With long snouts and tails, they are most inhuman. Their single eyes focus their mind powers, which can range from suggestion to impact vision. In height they average at 4 feet. They are much more disciplined than goblins.

JubJubs - The aerial mounts of the Fomorians. Possessed of the same hypnotic gaze as their handlers, as well as a ferocious impetuosity, they are found in two breeds: Rham and Thip. Thip are the more common, tan colored, fierce and unintelligent, unstilled in hypnosis. Rham are highly intelligent, rivalling the Fomorian who maintain control over them only by imprinting them at hatch-time. Rham are skilled in hypnosis, less fierce than thip, but perhaps all the more dangerous. Both types are mysteriously immune to energy based attacks.

Gorgons - These hulking lizard-beasts come in 3 kinds: Gwanos, Galows, and Hylas'. Roughly the same size and strength, they differ thus:-: Gwanos possess nose horns and a semicircular snout; Galows have humped shoulders and a crocodile snout, also a shorter tail, and Hylas' appear similar to Gwanos but with no horn and a ridge of high spines. They have armored skin, powerful jaws, and great bravery all.

NiBen-sing Nix, and more commonly called Sinks. Sinks are large, reptilian beasts with long necks and tiny heads. They are totally amphibious, at home on land or in water. Like the Hippopotamus, they are herbivores, yet highly aggressive. They are used as stealth attack platforms and recon towers.

Hutts - Obese slug creatures. They are lazy, but enjoy fighting and showing off. They are boastful, but the only boasts likely to be fulfilled are in eating contests. Hutts' skins are natural armor, protecting them from acid, energy attacks, and ranged weaponry. Only bladed weapons are likely to be effective against them. Having no skeletons, they can compress themselves into quite small spaces and ambush without warning. They are highly resistant to blunt weaponry. They love to eat and will sometimes eat battle foes. They grow hair and beards in old age. Hutts can see in low light conditions and in the UV and Infrared spectrums. Despite their love of food and rest, their minds are totally resistant to external meddling. Their stomachs can digest anything organic, while they themselves are indigestible to most forms of life. Their society is based on self shafts, who do most of the work despite being small & weak in comparison.

Snail Serts - Happy-go-lucky and murmuring sulky by turns, they are the underclass of the Hutts, doing manual labor and such while the Hutts train for war. Snails can fight too, but are squeamish and easily frightened. They have all manner of silly practices & mannerisms, showing their profound innocence & simplicity. They are prone to bursts of angry territorialism, though, so it would be just to call them $\frac{3}{4}$ devil & $\frac{1}{4}$ child.

Toves - When the Hutts ride to war, it is on self pulled battle thrones or on Toves, drill-faced lizard slugs with no arms or legs. Toves move by gyring and undulating and slithering. They eat earth, defecating behind themselves as they go. They can also move thru water with ease. They breed in spawning pools like tadpoles, then go into the world to seek their fortunes.

Fimir and Hutts!